

THIS IS NO GAME.



SPACE SHUTTLE—A JOURNEY INTO SPACE.™

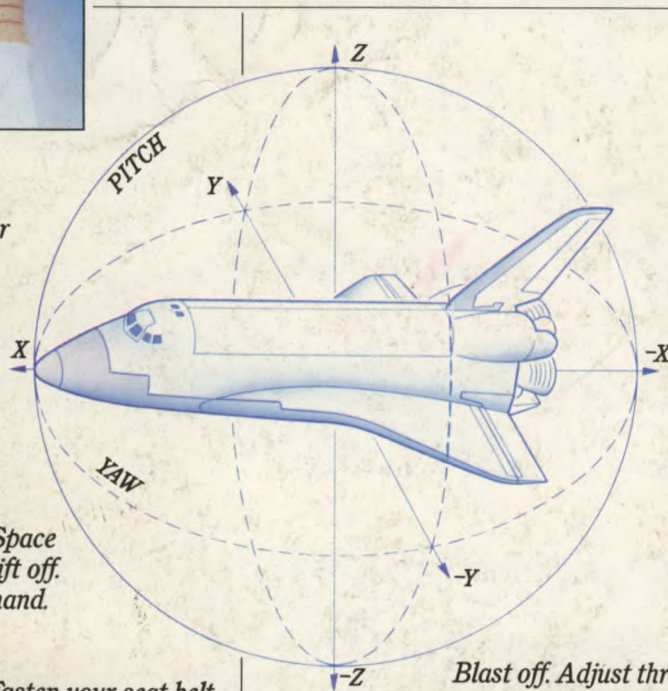
Get ready for the most spectacular launch in video history. A new breakthrough that takes your Atari® 2600™ farther than it's ever gone before.

The countdown begins. The 101st mission of the U.S. Space Shuttle is about to lift off. And you're in command.



Fasten your seat belt. Take a deep breath. And prepare for an unprecedented video challenge.

With astounding realism, you'll re-enact every phase of an actual Shuttle mission. Your Atari® 2600™ becomes a sophisticated control system that demands instant response, intense concentration, quick thinking and even quicker action.



Blast off. Adjust thrust and trajectory. Jettison first- and second-stage boosters. Check air speed. Achieve orbit. Open cargo bay



DEORBIT BURN TO SLOW SPEED	
BEGIN DESCENT	
MAXIMUM HEATING	
FOLLOW GLIDEPATH	
TERMINAL AREA ENERGY MANAGEMENT	

doors. Rendezvous with a satellite. Set pitch and yaw. Re-enter the atmosphere. Lower landing gear and correct glide path.



Touch down at Edwards Air Force Base and receive your flight evaluation.

Make no mistake: it won't be easy. But once you've completed your first mission, you'll really have earned your wings.

Space Shuttle—A Journey Into Space, designed by Steve Kitchen. It's one giant step for video.



ACTIVISION®

We put you in the game.

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